TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

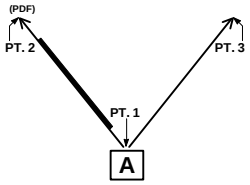
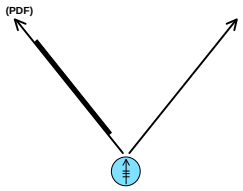
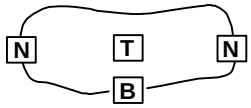
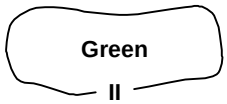
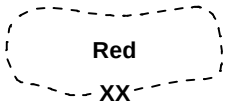
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES PRINCIPAL DIRECTION OF FIRE (PDF) Parameters 1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.	D	2.X.2.4.2.2 G*GPDLP---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS		2.X.2.4.3	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable within the area. 3. Orientation. Not applicable.	D	2.X.2.4.3.1 G*GPDAB---****X Example: Friendly Occupied GFGPDAB---****X Example: Friendly Planned GFGADAB---****X	  

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

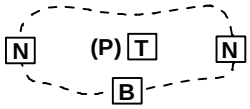
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION PREPARED BUT NOT OCCUPIED Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.4.3.1.1 G*GPDABP--****X	
		Example GFGADAB---****X	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS ENGAGEMENT AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.2.4.3.2 G*GPDAE---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

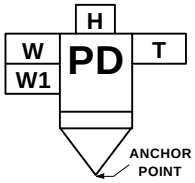
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE	N/A	2.X.2.5	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS	N/A	2.X.2.5.1	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS POINT OF DEPARTURE Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	D	2.X.2.5.1.1 G*GPOPP---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

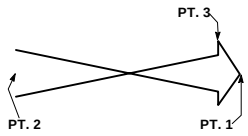
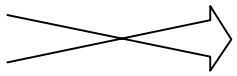
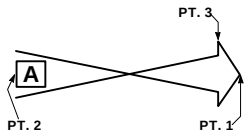
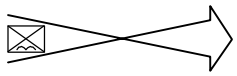
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES	N/A	2.X.2.5.2	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE	N/A	2.X.2.5.2.1	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE FRIENDLY AVIATION Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.1 G*GPOLAV--****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE FRIENDLY AIRBORNE Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.2 G*GPOLAA--****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

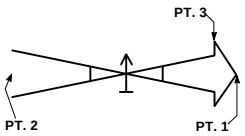
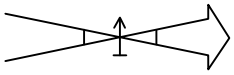
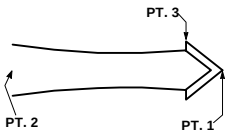
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE FRIENDLY ATTACK, ROTARY WING Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.3 G*GPOLAR--****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND	N/A	2.X.2.5.2.1.4	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND MAIN ATTACK Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.4.1 G*GPOLAGM- ****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

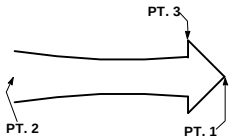
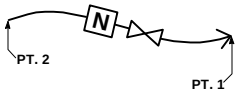
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND SUPPORTING ATTACK Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.4.2 G*GPOLAGS-****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK	N/A	2.X.2.5.2.2	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK AVIATION Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.	D	2.X.2.5.2.2.1 G*GPOLKA--****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

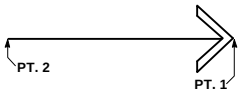
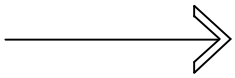
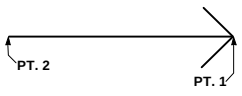
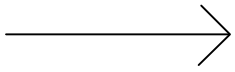
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND	N/A	2.X.2.5.2.2.2	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND MAIN ATTACK Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.	D	2.X.2.5.2.2.2.1 G*GPOLKGM-****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND SUPPORTING ATTACK Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.	D	2.X.2.5.2.2.2.2 G*GPOLKGS-****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

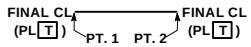
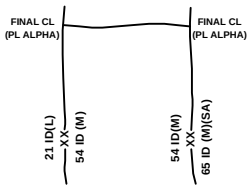
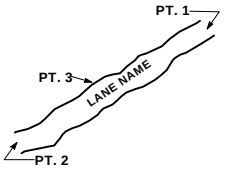
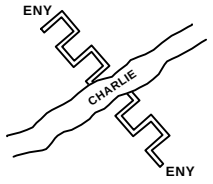
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES FINAL COORDINATION LINE Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.5.2.3 G*GPOLF---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES INFILTRATION LINE Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane, and point 3 defines one side of the lane. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines the width of the infiltration lane. The rest of the graphic stays proportional to the length of the centerline. 3. Orientation. Orientation is detemined by points 1 and 2.	D	2.X.2.5.2.4 G*GPOLI---****X Example:	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

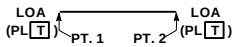
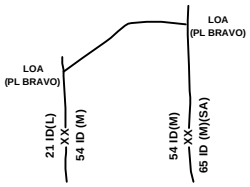
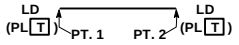
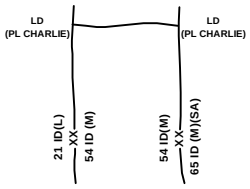
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LIMIT OF ADVANCE Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.5.2.5 G*GPOLL---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.5.2.6 G*GPOLT---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

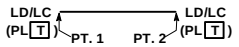
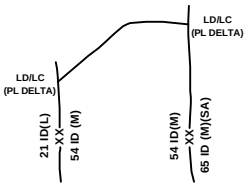
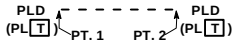
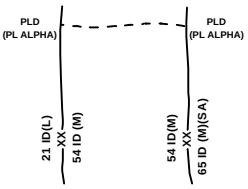
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE/LINE OF CONTACT (LD/LC) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.5.2.7 G*GPOLC---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES PROBABLE LINE OF DEPLOYMENT (PLD) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.5.2.8 G*GPOLP---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

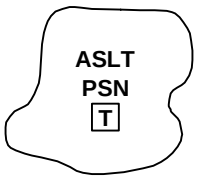
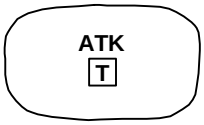
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS	N/A	2.X.2.5.3	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ASSAULT POSITION Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.2.5.3.1 G*GPOAA---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK POSITION Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable	D	2.X.2.5.3.2 G*GPOAK---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

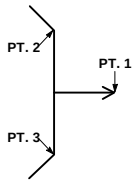
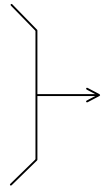
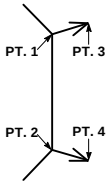
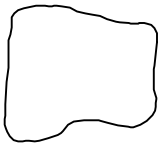
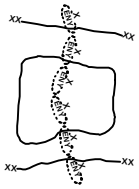
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK BY FIRE POSITION Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the straight line on the back side of the graphic. 2. Size/Shape. Points 2 and 3 determine the length of the straight line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowhead typically points at the target .	D	2.X.2.5.3.3 G*GPOAF---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS SUPPORT BY FIRE POSITION Parameters 1. Anchor points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the graphic. Points 3 and 4 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the straight line on the back side of the graphic. The rear of the arrows should connect to points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowheads typically indicate the arc of coverage that the firing position is meant to support.	D	2.X.2.5.3.4 G*GPOAS---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS OBJECTIVE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.5.3.5 G*GPOAO---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS PENETRATION BOX Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.2.5.3.6 G*GPOAP---****X Example	 

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

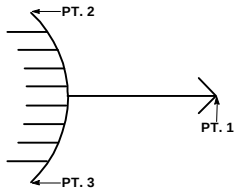
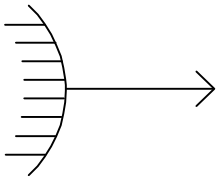
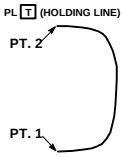
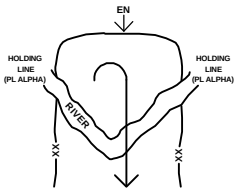
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL	N/A	2.X.2.6	
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE	N/A	2.X.2.6.1	
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE AMBUSH Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the curved line on the back side of the graphic. 2. Size/Shape. Points 2 and 3 determine the length of the curved line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the ambush position, while the arrowhead typically points at the target .	D	2.X.2.6.1.1 G*GPSLA---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE HOLDING LINE Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.6.1.2 G*GPSLH---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

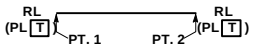
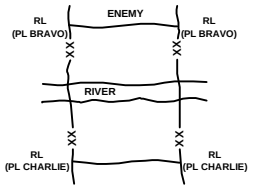
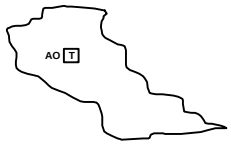
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE RELEASE LINE Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.6.1.3 G*GPSLR---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA	N/A	2.X.2.6.2	
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AREA OF OPERATIONS (AO) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.6.2.1 G*GPSAO---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

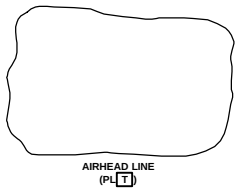
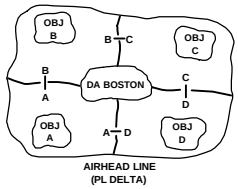
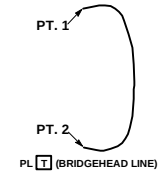
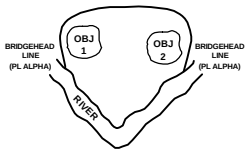
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AIRHEAD Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.2.6.2.2 G*GPSAA---****X Example	 
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA BRIDGEHEAD Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.6.2.3 G*GPSAB---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

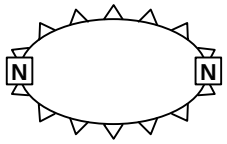
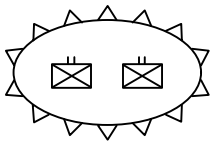
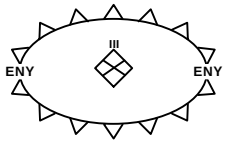
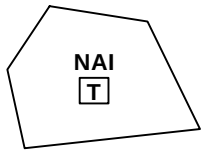
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA ENCIRCLEMENT Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. The area will encompass one or more UEIs or features.	D	2.X.2.6.2.4 G*GPSAE---****X	
		Example G*GPSAE---****X	
		Example G*GPSAE---****X	
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA NAMED AREA OF INTEREST (NAI) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.6.2.5 G*GPSAN---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

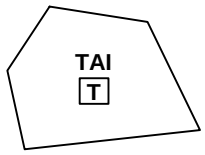
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA TARGETED AREA OF INTEREST (TAI) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.6.2.6 G*GPSAT---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

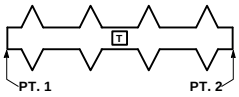
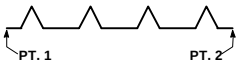
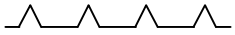
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY	N/A	2.X.3	
MOBILITY/SURVIVABILITY OBSTACLES	N/A	2.X.3.1	
MOBILITY/SURVIVABILITY OBSTACLES GENERAL	N/A	2.X.3.1.1	
MOBILITY/SURVIVABILITY OBSTACLES GENERAL BELT Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.1.1 G*MPOGB---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES GENERAL LINE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.1.2 G*MPOGL---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

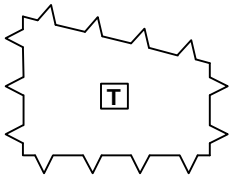
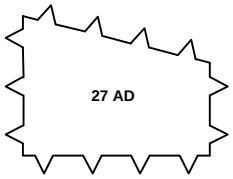
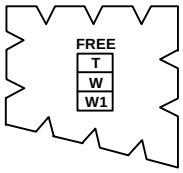
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES GENERAL ZONE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.3.1.1.3 G*MPOGZ---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE FREE AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.3.1.1.4 G*MPOGF---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

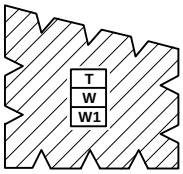
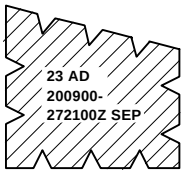
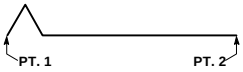
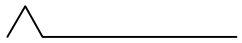
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE RESTRICTED AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.3.1.1.5 G*MPOGR---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES ABATIS Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The size of the tooth does not change. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.2 G*MPOS----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

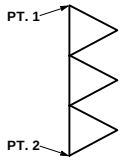
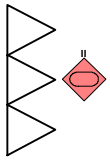
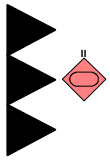
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES	N/A	2.X.3.1.3	
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH	N/A	2.X.3.1.3.1	
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH UNDER CONSTRUCTION Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	D	2.X.3.1.3.1.1 G*MPOADU--****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH COMPLETE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	D	2.X.3.1.3.1.2 G*MPOADC--****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

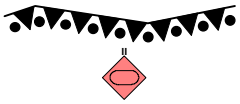
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH REINFORCED WITH ANTITANK MINES Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	D	2.X.3.1.3.2 G*MPOAR---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES	N/A	2.X.3.1.3.3	
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES FIXED AND PREFABRICATED Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.3.3.1 G*MPOAOF--****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

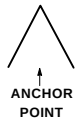
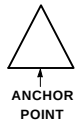
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES MOVEABLE Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.3.3.2 G*MPOAOM--****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES MOVEABLE AND PREFABRICATED Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.3.3.3 G*MPOAOP--****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

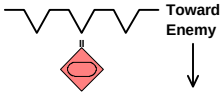
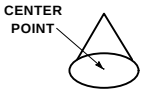
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK WALL Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	D	2.X.3.1.3.4 G*MPOAW---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES BOOBY TRAP Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the ellipse. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.4 G*MPOB----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

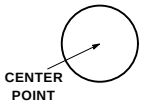
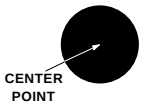
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES MINES	N/A	2.X.3.1.5	
MOBILITY/SURVIVABILITY OBSTACLES MINES UNSPECIFIED MINE Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.	S	2.X.3.1.5.1 G*MPOMU---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (AT) Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.3.1.5.2 G*MPOMT---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

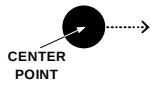
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE WITH ANTIHANDLING DEVICE Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.5.3 G*MPOMD---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (DIRECTIONAL) Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Arrow shows effects.	S	2.X.3.1.5.4 G*MPOME---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

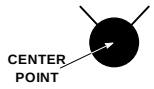
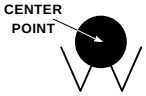
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES MINES ANTIPERSONNEL (AP) MINES Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.5.5 G*MPOMP---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES MINES WIDE AREA MINES Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.5.6 G*MPOMW--- ****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

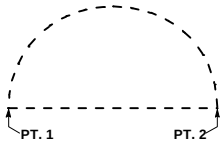
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES MINES MINE CLUSTER Parameters 1. Anchor points. Thisgraphic requires at least two anchor points. Points 1.and 2 define the corners of the graphic. 2. Size/Shape. Points 1 and 2 determine the lenght of the straight line. The radius of the semicircle is ½ the length of the straight line. 3. Orientation. Not applicable.	D	2.X.3.1.5.7 G*MPOMC---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

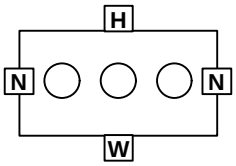
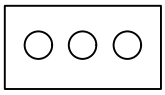
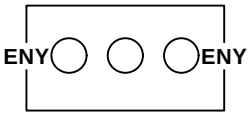
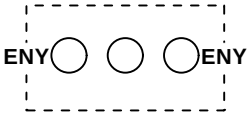
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS	N/A	2.X.3.1.6	
MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS STATIC DEPICTION Parameters 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field. 3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.	S	2.X.3.1.6.1 G*MPOFS---****X	
Example: Friendly Present GFMPOFS---****X		Example: Enemy Known GHMPOFS---****X	
Example: Friendly Planned GFMAOFS---****X		Example: Enemy Suspected GHMAOFS---****X	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

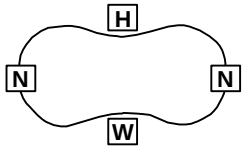
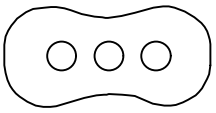
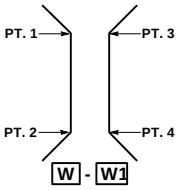
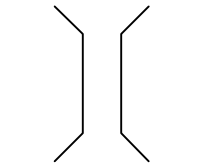
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS DYNAMIC DEPICTION Parameters 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. 2. Size/Shape. Determined by the anchor points. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field. 3. Orientation. Not applicable.	D	2.X.3.1.6.2 G*MPOFD---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS GAP Parameters 1. Anchor Points. This graphic requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.3.1.6.3 G*MPOFG---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

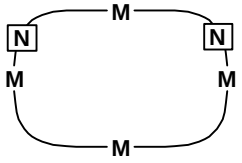
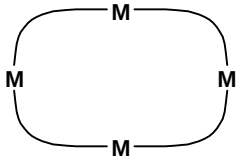
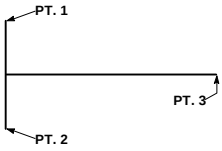
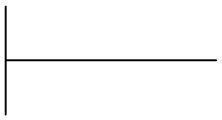
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS MINED AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.3.1.6.4 G*MPOFA---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT	N/A	2.X.3.1.7	
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT BLOCK Parameters 1. Anchor points. This graphic requires three anchor points. They define the endpoints of the symbol's vertical line. 2. Size/Shape. The anchor points determine the length of the vertical line. The horizontal line's length will be twice the length of the vertical line. The horizontal line will project perpendicualrly from the midpoint of the vertical line. 3. Orientation. The horizontal line's orientation must be selected. The "flat" side of the vertical line faces enemy forces, with the horizontal line projecting from the other side.	D	2.X.3.1.7.1 G*MPOEB---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

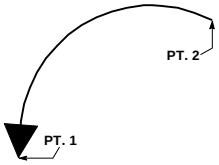
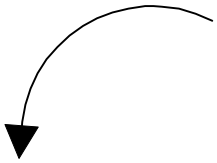
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT FIX Parameters 1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points away from enemy forces with the tip of the arrowhead indicating the location of the action.	D	2.X.3.1.7.2 G*MPOEF---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT TURN Parameters 1. Anchor points. This symbol requires two anchor points. Point 1 defines the rear of the graphic. Point 2 defines the tip of the arrowhead. 2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. 3. Orientation. The rear of the graphic identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn.	D	2.X.3.1.7.3 G*MPOET---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

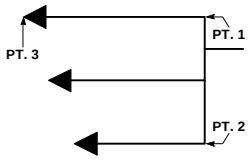
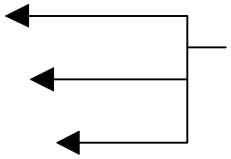
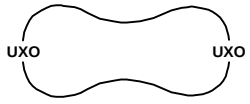
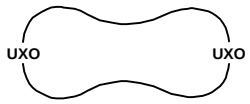
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT DISRUPT Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. 3. Orientation. The arrows typically point away from enemy forces.	D	2.X.3.1.7.4 G*MPOED---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES UNEXPLODED ORDINANCE AREA (UXO) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.3.1.8 G*MPOU----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

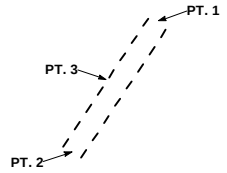
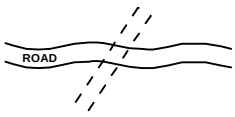
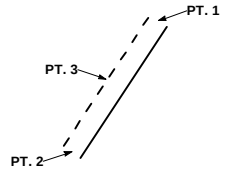
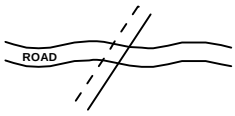
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES	N/A	2.X.3.1.9	
MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES PLANNED Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points.	D	2.X.3.1.9.1 G*MPORP---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 1 (SAFE) Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points.	D	2.X.3.1.9.2 G*MPORS---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

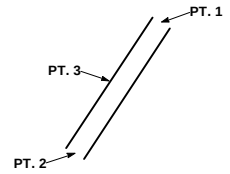
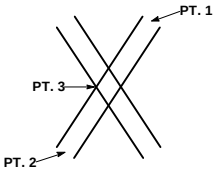
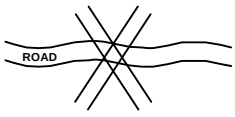
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE) Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points.	D	2.X.3.1.9.3 G*MPORA---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES ROADBLOCK COMPLETE (EXECUTED) Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of one set of the graphic's parallel lines, and point 3 determines their width. The additional set of parallel lines stays proportional to the first set, and crosses the first set at the center point of the overall graphic. 3. Orientation. Orientation is detemined by the anchor points.	D	2.X.3.1.9.4 G*MPORC---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

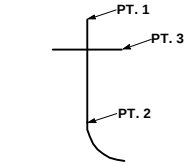
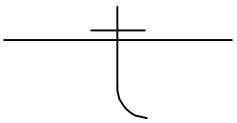
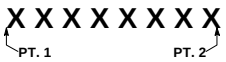
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES TRIP WIRE Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the vertical straight line portion of the graphic. Point 3 defines an end of the horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical, straight-line portion of the graphic and point 3 determines its width. The distance between the line connecting points 1 and 2, and point 3 is the radius of the 90 degree arc at the bottom of the graphic. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.10 G*MPOT----****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE	N/A	2.X.3.1.11	
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE UNSPECIFIED Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.1 G*MPOWU--- ****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

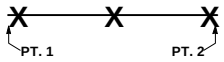
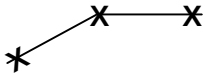
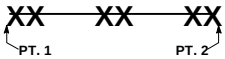
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE SINGLE FENCE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.2 G*MPOWS---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE FENCE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.3 G*MPOWD--- ****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

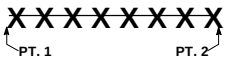
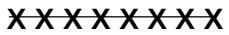
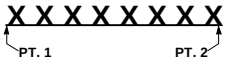
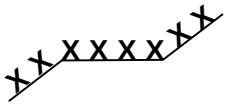
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE APRON FENCE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.4 G*MPOWA---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE LOW WIRE FENCE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.5 G*MPOWL---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

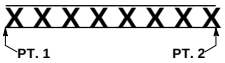
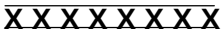
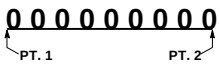
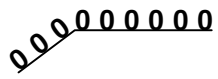
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE HIGH WIRE FENCE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.6 G*MPOWH--- ****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA	N/A	2.X.3.1.11.7	
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE SINGLE CONCERTINA Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.7.1 G*MPOWCS-- ****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

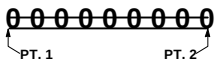
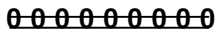
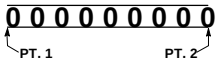
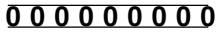
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE STRAND CONCERTINA Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.7.2 G*MPOWCD--****X Example	 
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE TRIPLE STRAND CONCERTINA Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.7.3 G*MPOWCT--****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

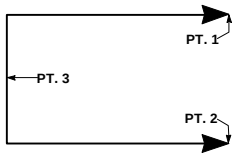
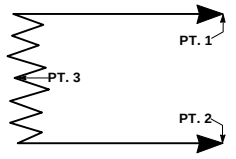
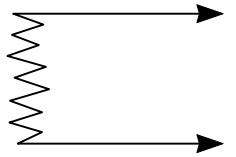
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLE BYPASS	N/A	2.X.3.2	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY	N/A	2.X.3.2.1	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS EASY Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening. 3. Orientation. The opening typically faces enemy forces.	D	2.X.3.2.1.1 G*MPBDE---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS DIFFICULT Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening. 3. Orientation. The opening typically faces enemy forces.	D	2.X.3.2.1.2 G*MPBDD---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

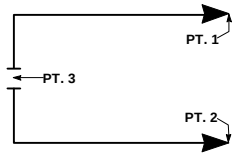
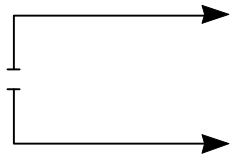
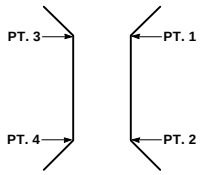
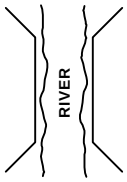
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS IMPOSSIBLE Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening, and the gap will be at the line's midpoint. 3. Orientation. The opening typically faces enemy forces.	D	2.X.3.2.1.3 G*MPBDI---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING	N/A	2.X.3.2.2	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ASSAULT CROSSING AREA Parameters 1. Anchor points. This graphic requires four anchor points. Points 1 and 2 define the endpoints one bank of the crossing area, and points 3 and 4 define the endpoints on the opposite bank. 2. Size/Shape. Points 1, 2, 3, and 4 determine the length and width of the graphic. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically parallel to a river.	D	2.X.3.2.2.1 G*MPBCA---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

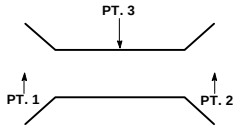
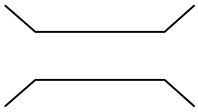
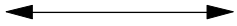
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING BRIDGE OR GAP Parameters 1. Anchor points. Thisgraphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.2 G*MPBCB---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FERRY Parameters 1. Anchor points. Thisgraphic requires two anchor points. Points 1 and two define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.3 G*MPBCF---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

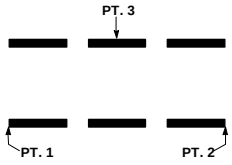
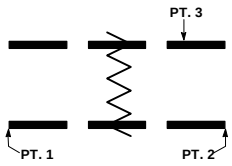
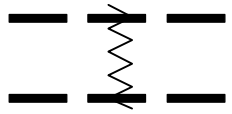
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD EASY Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.4 G*MPBCE---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD DIFFICULT Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.5 G*MPBCD---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

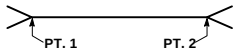
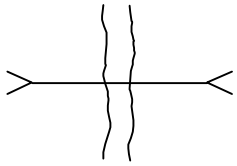
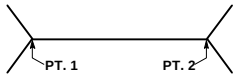
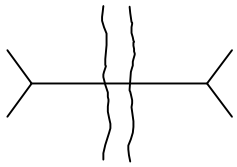
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING LANE Parameters 1. Anchor points. Thisgraphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowhead will form an acute angle. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.6 G*MPBCL---****X Example	 
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING RAFT SITE Parameters 1. Anchor points. Thisgraphic requires two anchor points. Points 1 and two define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of hte arrowheads will form an obtuse angle. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.7 G*MPBCR---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

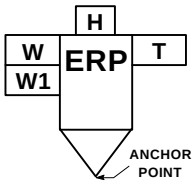
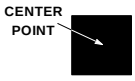
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ENGINEER REGULATING POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The symbol will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments	S	2.X.3.2.2.8 G*MPBCP---****X Example	 
MOBILITY/SURVIVABILITY SURVIVABILITY	N/A	2.X.3.3	
MOBILITY/SURVIVABILITY SURVIVABILITY EARTHWORK, SMALL TRENCH OR FORTIFICATION Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.3.3.1 G*MPSE----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

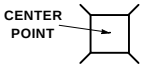
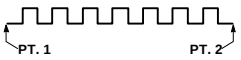
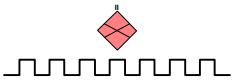
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY SURVIVABILITY FORT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.	S	2.X.3.3.2 G*MPSF----****X Example	 
MOBILITY/SURVIVABILITY SURVIVABILITY FORTIFIED LINE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The ramparts typically point toward enemy forces.	D	2.X.3.3.3 G*MPSL----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

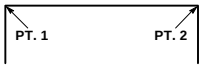
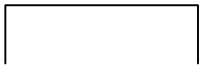
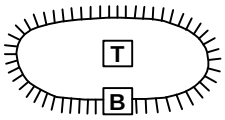
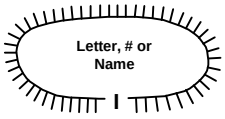
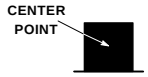
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY SURVIVABILITY FOXHOLE, EMPLACEMENT OR WEAPON SITE Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and two define the corners on the front of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. Orientation is detemined by the anchor points. The graphic typically faces enemy forces.	D	2.X.3.3.4 G*MPSW----****X Example	 
MOBILITY/SURVIVABILITY SURVIVABILITY STRONG POINT Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.3.3.5 G*MPSP----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY SURVIVABILITY SURFACE SHELTER Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.	S	2.X.3.3.6 G*MPSS----****X Example	 
MOBILITY/SURVIVABILITY SURVIVABILITY UNDERGROUND SHELTER Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of thegraphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.	S	2.X.3.3.7 G*MPSU----****X Example	 

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

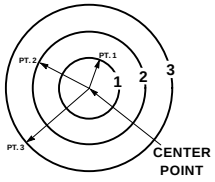
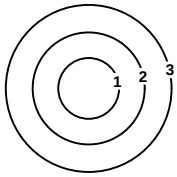
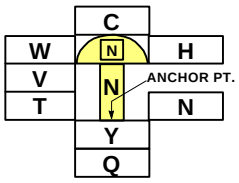
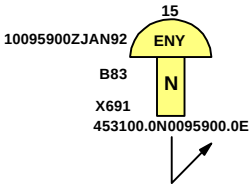
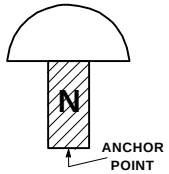
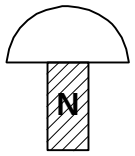
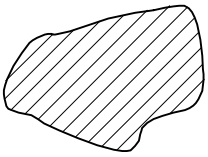
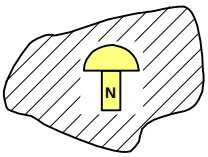
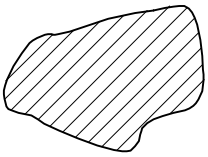
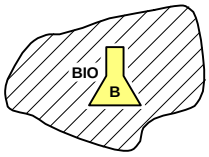
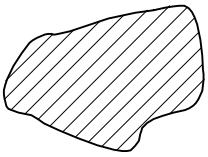
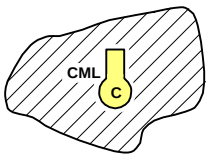
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL	N/A	2.X.3.4	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL MINIMUM SAFE DISTANCE ZONES Parameters 1. Anchor points. This graphic requires four anchor points. The centerpoint defines the center of the graphic. Points 1, 2, and 3 define the radii of circles 1, 2, and 3. 2. Size/Shape. As defined by the operator. 3. Orientation. The centerpoint is typically centered over the known/suspected source location of an NBC event.	D	2.X.3.4.1 G*MPNM----****X Example	 
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL NUCLEAR DETINATIONS GROUND ZERO Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.4.2 G*MPNZ----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL FALLOUT PRODUCING Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.4.3 G*MPNF----****X Example	 
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RADIOACTIVE AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The nuclear graphic, hierarchy number 2.X.3.4.2, should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.3.4.4 G*MPNR----****X Example	 

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL BIOLOGICALLY CONTAMINATED AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The biological graphic, hierarchy number 2.X.3.4.7.1, should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.3.4.5 G*MPNB----****X Example	 
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL CHEMICALLY CONTAMINATED AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The chemical graphic, hierarchy number 2.X.3.4.7.2, should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.3.4.6 G*MPNC----****X Example	 

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

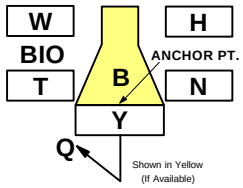
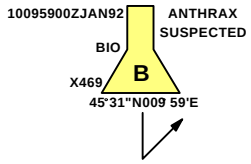
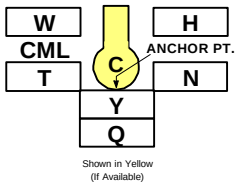
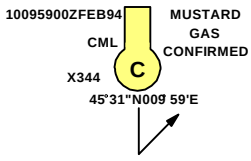
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS	N/A	2.X.3.4.7	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS BIOLOGICAL Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.4.7.1 G*MPNEB---****X Example	 
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS CHEMICAL Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.4.7.2 G*MPNEC---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

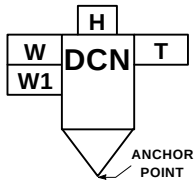
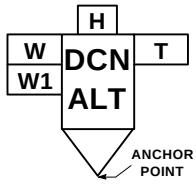
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS	N/A	2.X.3.4.8	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (UNSPECIFIED) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.1 G*MPNDP---****X Example	 
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS ALTERNATE DECON SITE/POINT (UNSPECIFIED) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.2 G*MPNDA---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

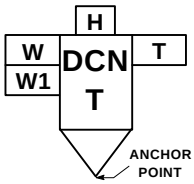
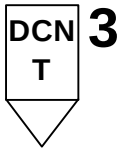
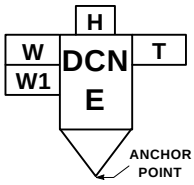
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (TROOPS) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.3 G*MPNDT---****X Example	 
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.4 G*MPNDE---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT AND TROOPS) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.5 G*MPNDB---****X	H W W1 DCN E/T T ANCHOR POINT
		Example	DCN E/T 3
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (OPERATIONAL DECONTAMINATION) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.6 G*MPNDO---****X	H W W1 DCN O T ANCHOR POINT
		Example	DCN O 3

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (THOROUGH DECONTAMINATION) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.7 G*MPNDD---****X Example	H W W1 DCN TH T ANCHOR POINT DCN TH 3
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DOSE RATE CONTOUR LINES Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.3.4.9 G*MPNL----****X Example	T 20 cGy 100 cGy 300 cGy

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

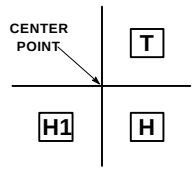
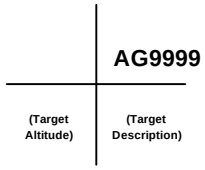
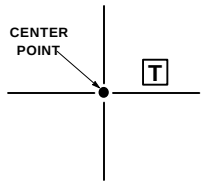
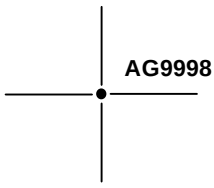
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT	N/A	2.X.4	
FIRE SUPPORT POINT	N/A	2.X.4.1	
FIRE SUPPORT POINT TARGET	N/A	2.X.4.1.1	
FIRE SUPPORT POINT TARGET POINT/SINGLE TARGET Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.4.1.1.1 G*FPPTS---****X Example	 
FIRE SUPPORT POINT TARGET NUCLEAR TARGET Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.4.1.1.2 G*FPPTN---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

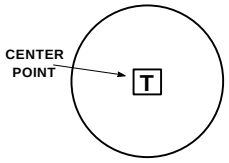
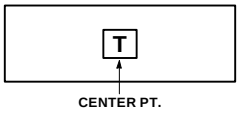
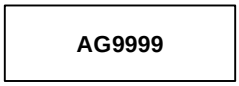
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT POINT TARGET CIRCULAR TARGET Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.4.1.1.3 G*FPPTC---****X Example	 
FIRE SUPPORT POINT TARGET RECTANGULAR TARGET Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.4.1.1.4 G*FPPTR---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

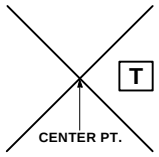
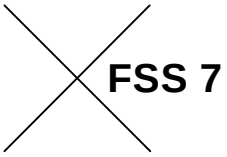
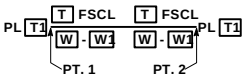
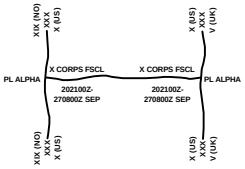
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT POINT FIRE SUPPORT STATION Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.4.1.2 G*FPPS----****X Example	 
FIRE SUPPORT LINES	N/A	2.X.4.2	
FIRE SUPPORT LINES FIRE SUPPORT COORDINATION LINE (FSCL) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.4.2.1 G*FPLF----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

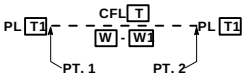
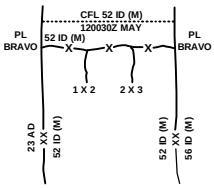
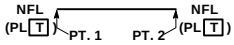
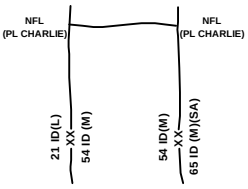
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT LINES COORDINATED FIRE LINE (CFL) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.4.2.2 G*FPLC----****X Example	 
FIRE SUPPORT LINES NO-FIRE LINE (NFL) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.4.2.3 G*FPLN----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

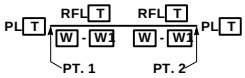
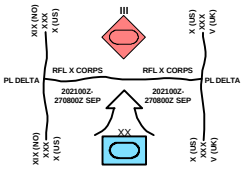
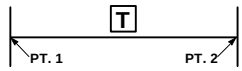
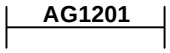
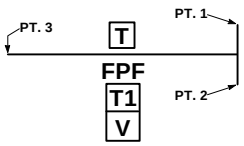
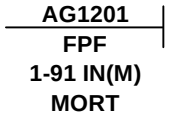
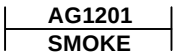
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT LINES RESTRICTIVE FIRE LINE (RFL) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.4.2.4 G*FPLR----****X Example	 
FIRE SUPPORT LINES LINEAR TARGET Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.4.2.5 G*FPLL----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT LINES FINAL PROTECTIVE FIRE (FPF) Parameters 1. Anchor points. Thisgraphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the endpoint of the graphic's horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical line. Points 2 and three determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The head of the "T" typically faces enemy forces.	D	2.X.4.2.6 G*FPLP----****X Example	 
FIRE SUPPORT LINES LINEAR SMOKE TARGET Parameters 1. Anchor points. Thisgraphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all informationassociatd with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.4.2.7 G*FPLS----****X Example	 

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

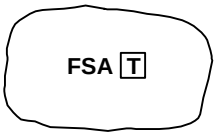
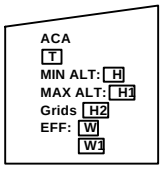
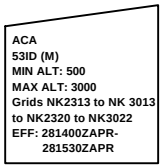
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS	N/A	2.X.4.3	
FIRE SUPPORT AREAS FIRE SUPPORT AREA (FSA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable..	D	2.X.4.3.1 G*FPAA----****X	
		Example	
FIRE SUPPORT AREAS AIRSPACE COORDINATION AREA (ACA) Parameters 1. Anchor points. Thisgraphic requires at least three anchor points. to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.4.3.2 G*FPAC----****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

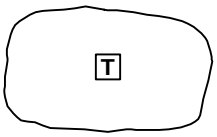
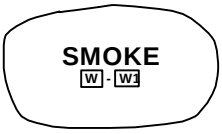
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS AREA TARGET Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.4.3.3 G*FPAT----****X Example	 
FIRE SUPPORT AREAS SMOKE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.4.3.4 G*FPAK---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

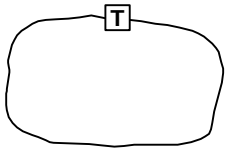
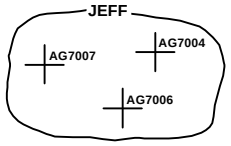
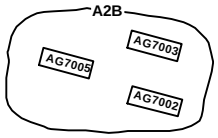
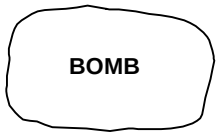
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS SERIES OR GROUP OF TARGETS Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. The area will encompass two or more fire support graphics (point/single target, nuclear target, circular target, or rectangular target). The naming convention determines whether the area describes a series or group of targets.	D	2.X.4.3.5 G*FPAS----****X	
		Example: Series of targets	
		Example: Group of targets	
FIRE SUPPORT AREAS BOMB AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.4.3.6 G*FPAB----****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

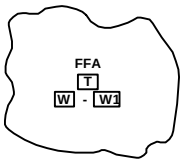
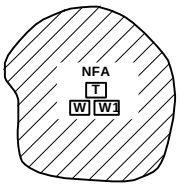
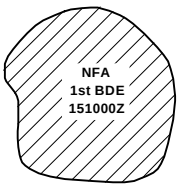
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS FREE FIRE AREA (FFA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.4.3.7 G*FPAF----****X Example	 
FIRE SUPPORT AREAS NO-FIRE AREA (NFA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the . 3. Orientation. Not applicable.	D	2.X.4.3.8 G*FPAN----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

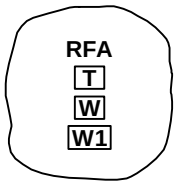
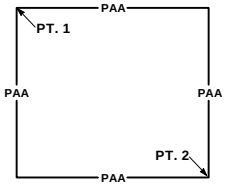
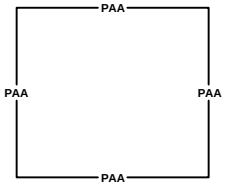
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT AREAS RESTRICTIVE FIRE AREA (RFA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.4.3.9 G*FPAR----****X Example	 
FIRE SUPPORT AREAS POSITION AREA FOR ARTILLERY (PAA) Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the opposite corners of the quadrilateral. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.4.3.10 G*FPAP----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

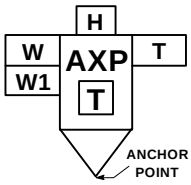
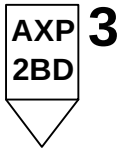
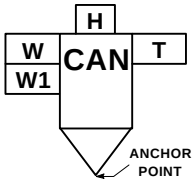
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT	N/A	2.X.5	
COMBAT SERVICE SUPPORT POINTS	N/A	2.X.5.1	
COMBAT SERVICE SUPPORT POINTS AMBULANCE EXCHANGE POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.1 G*SPPX----****X Example	 
COMBAT SERVICE SUPPORT POINTS CANNIBALIZATION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.2 G*SPPC----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

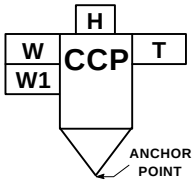
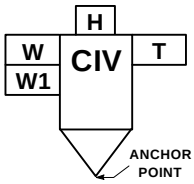
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS CASUALTY COLLECTION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.3 G*SPPY----****X Example	 
COMBAT SERVICE SUPPORT POINTS CIVILIAN COLLECTION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.4 G*SPPT----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

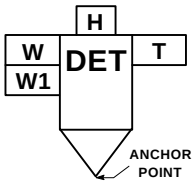
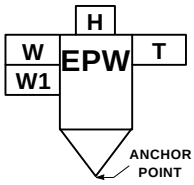
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS DETAINEE COLLECTION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.5 G*SPPD----****X Example	 
COMBAT SERVICE SUPPORT POINTS ENEMY PRISONER OF WAR (EPW) COLLECTION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.6 G*SPPE----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS LOGISTICS RELEASE POINT (LRP) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.7 G*SPPL----****X Example	H W T W1 LRP ANCHOR POINT LRP 3
COMBAT SERVICE SUPPORT POINTS MAINTENANCE COLLECTION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.8 G*SPPM----****X Example	H W T W1 MCP ANCHOR POINT MCP 3

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

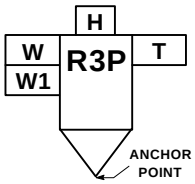
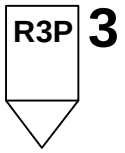
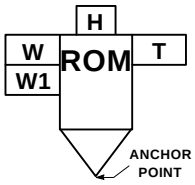
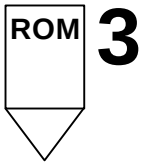
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS REARM, REFUEL AND RESUPPLY POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.9 G*SPPR----****X Example	 
COMBAT SERVICE SUPPORT POINTS REFUEL ON THE MOVE (ROM) POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.10 G*SPPU----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

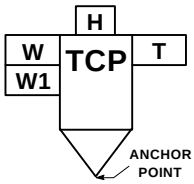
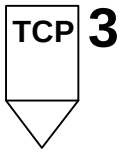
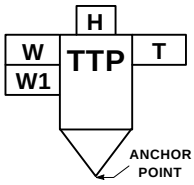
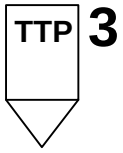
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS TRAFFIC CONTROL POST (TCP) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.11 G*SPPO----****X Example	 
COMBAT SERVICE SUPPORT POINTS TRAILER TRANSFER POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.12 G*SPPI----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

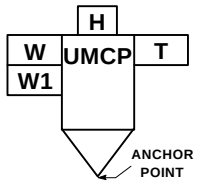
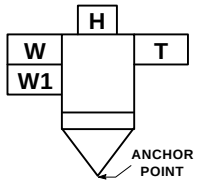
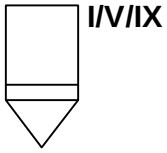
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS UNIT MAINTENANCE COLLECTION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.13 G*SPPN----****X Example	 
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS	N/A	2.X.5.1.14	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS GENERAL Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.1 G*SPPSZ---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

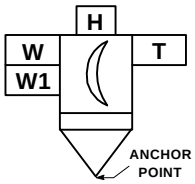
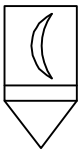
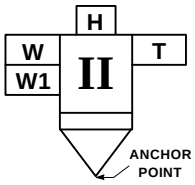
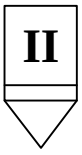
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS I Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.2 G*SPPSA---****X Example	 
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS II Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.3 G*SPPSB---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

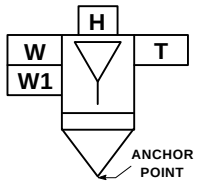
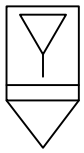
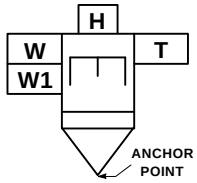
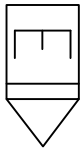
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS III Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.4 G*SPPSC---****X Example	 
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IV Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.5 G*SPPSD---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

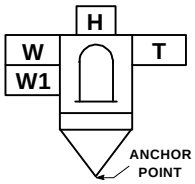
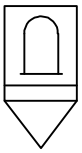
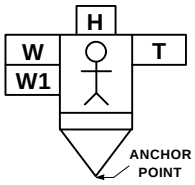
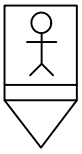
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS V Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.6 G*SPPSE---****X Example	 
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VI Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.7 G*SPPSF---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

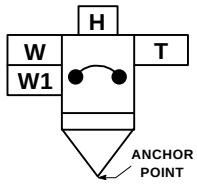
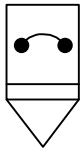
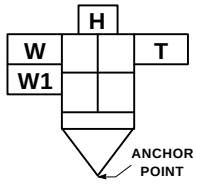
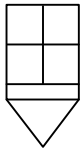
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VII Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.8 G*SPPSG---****X Example	 
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VIII Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.9 G*SPPSH---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

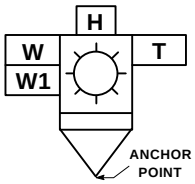
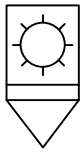
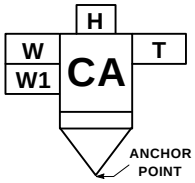
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IX Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.5.1.14.10 G*SPPSI---****X Example	 
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS X Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.5.1.14.11 G*SPPSJ---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

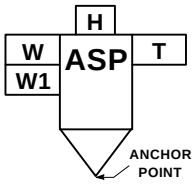
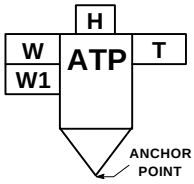
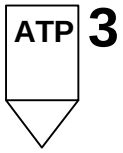
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS	N/A	2.X.5.1.15	
COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION SUPPLY POINT (ASP) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.15.1 G*SPPAS---****X	
		Example	
COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION TRANSFER POINT (ATP) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.15.2 G*SPPAT---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

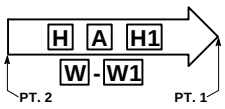
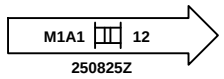
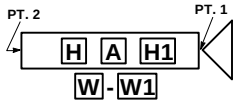
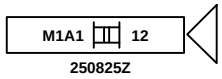
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT LINES	N/A	2.X.5.2	
COMBAT SERVICE SUPPORT LINES CONVOYS	N/A	2.X.5.2.1	
COMBAT SERVICE SUPPORT LINES CONVOYS MOVING CONVOY Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction the convoy is moving.	D	2.X.5.2.1.1 G*SPLCM---****X Example	 
COMBAT SERVICE SUPPORT LINES CONVOYS HALTED CONVOY Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points to the location where the convoy has halted.	D	2.X.5.2.1.2 G*SPLCH---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES	N/A	2.X.5.2.2	
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES MAIN SUPPLY ROUTE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.1 G*SPLRM---****X Example	 
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATE SUPPLY ROUTE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.2 G*SPLRA---****X Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ONE-WAY TRAFFIC Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.3 G*SPLRO---****X Example	 
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATING TRAFFIC Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points establish the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.4 G*SPLRT---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

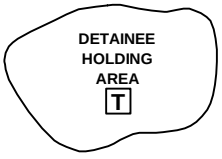
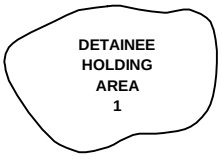
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES TWO-WAY TRAFFIC Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.5 G*SPLRW---****X Example	 
COMBAT SERVICE SUPPORT AREA	N/A	2.X.5.3	
COMBAT SERVICE SUPPORT AREA DETAINEE HOLDING AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.1 G*SPAD----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

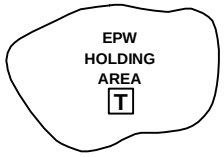
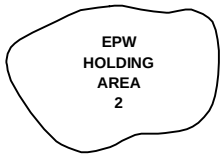
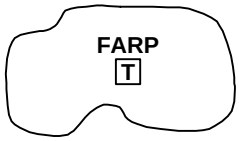
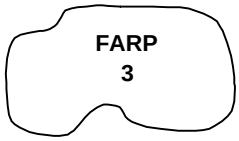
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT AREA ENEMY PRISONER OF WAR (EPW) HOLDING AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.2 G*SPAE----****X Example	 
COMBAT SERVICE SUPPORT AREA FORWARD ARMING AND REFUELING AREA (FARP) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.3 G*SPAR----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

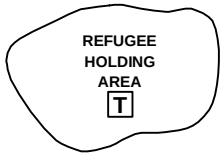
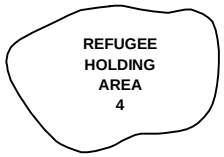
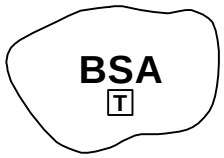
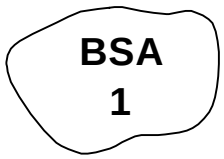
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT AREA REFUGEE HOLDING AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.4 G*SPAH----****X Example	 
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS	N/A	2.X.5.3.5	
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS BRIGADE (BSA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.5.1 G*SPASB---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

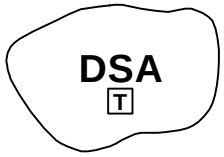
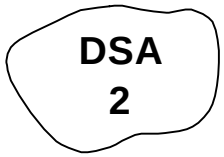
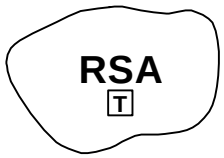
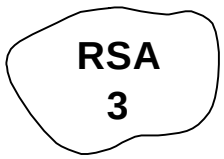
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS DIVISION (DSA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.5.2 G*SPASD---****X	
		Example	
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS REGIMENTAL (RSA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.5.3 G*SPASR---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

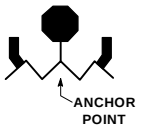
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER	N/A	2.X.6	
OTHER EMERGENCY	N/A	2.X.6.1	
OTHER EMERGENCY DITCHED AIRCRAFT Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.6.1.1 G*OPED----****X Example	 
OTHER EMERGENCY PERSON IN WATER Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.6.1.2 G*OPEP----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

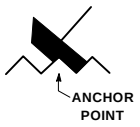
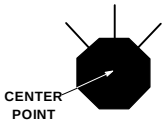
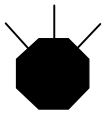
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER EMERGENCY DISTRESSED VESSEL Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.6.1.3 G*OPEV----****X Example	 
OTHER HAZARD	N/A	2.X.6.2	
OTHER HAZARD SEA MINE-LIKE Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the octagon. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.6.2.1 G*OPHM----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

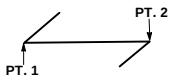
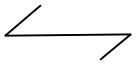
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER HAZARD NAVIGATIONAL Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the corner points of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. Orientation is determined by the anchor points.	S	2.X.6.2.2 G*OPHN----****X Example	 
OTHER HAZARD ICEBERG Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.2.3 G*OPHI----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

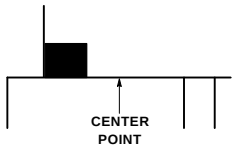
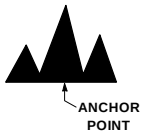
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER HAZARD OIL RIG Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.2.4 G*OPHO----****X Example	 
OTHER SEA SUBSURFACE RETURNS	N/A	2.X.6.3	
OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.6.3.1 G*OPSB----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

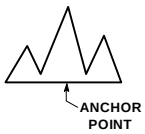
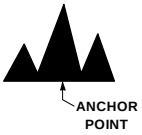
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO INSTALLATION/MANMADE Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.6.3.1.1 G*OPSBM---****X Example	 
OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO SEABED ROCK/STONE, OBSTACLE,OTHER Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.6.3.1.2 G*OPSBN---****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

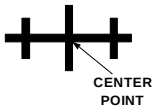
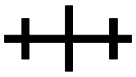
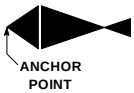
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO WRECK Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.	S	2.X.6.3.1.3 G*OPSBW---****X Example	 
OTHER SEA SUBSURFACE RETURNS MARINE LIFE Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines "nose" of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.3.2 G*OPSM----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

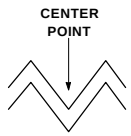
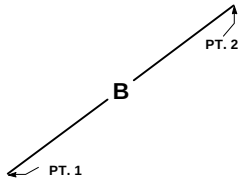
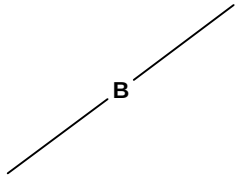
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER SEA SUBSURFACE RETURNS SEA ANOMALY (WAKE, CURRENT, KNUCKLE) Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.3.3 G*OPSS----****X Example	 
OTHER BEARING LINE Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.	D	2.X.6.4 G*OPB-----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

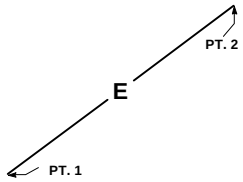
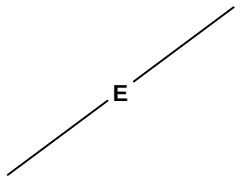
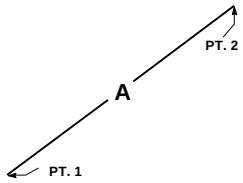
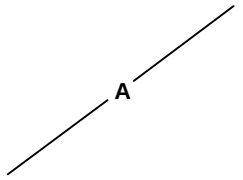
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER BEARING LINE ELECTRONIC Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.	D	2.X.6.4.1 G*OPBE----****X Example	 
OTHER BEARING LINE ACOUSTIC Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.	D	2.X.6.4.2 G*OPBA----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

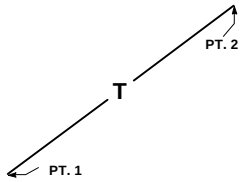
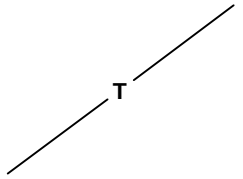
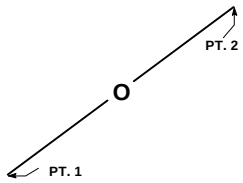
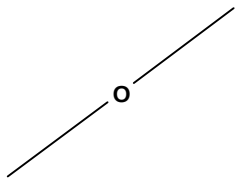
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER BEARING LINE TORPEDO Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.	D	2.X.6.4.3 G*OPBT----****X Example	 
OTHER BEARING LINE ELECTRO-OPTICAL INTERCEPT Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.	D	2.X.6.4.4 G*OPBO----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

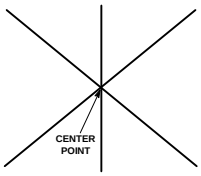
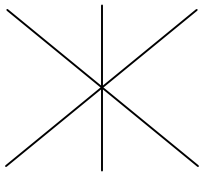
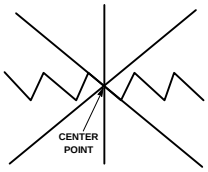
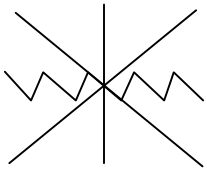
DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER FIX	N/A	2.X.6.5	
OTHER FIX ACOUSTIC Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.5.1 G*OPFA----****X Example	 
OTHER FIX ELECTRO-MAGNETIC Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.5.2 G*OPFE----****X Example	 

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
OTHER FIX ELECTRO-OPTICAL Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.5.3 G*OPFO----****X Example